

Figure 1

PROVIDING AN EVENT STORED IN MEMORY ON A PLURALITY OF CLIENT APPARATUSES,
WHEREIN THE CLIENT APPARATUSES ARE ADAPTED TO BE CONNECTED TO A HOST
COMPUTER VIA A NETWORK

200

TRANSMITTING INFORMATION FROM THE HOST COMPUTER TO THE CLIENT
APPARATUSES UTILIZING THE NETWORK FOR ALLOWING THE SIMULTANEOUS PLAYBACK
OF THE EVENT ON EACH OF THE CLIENT APPARATUSES

202

Figure 2

000270" 54E88460

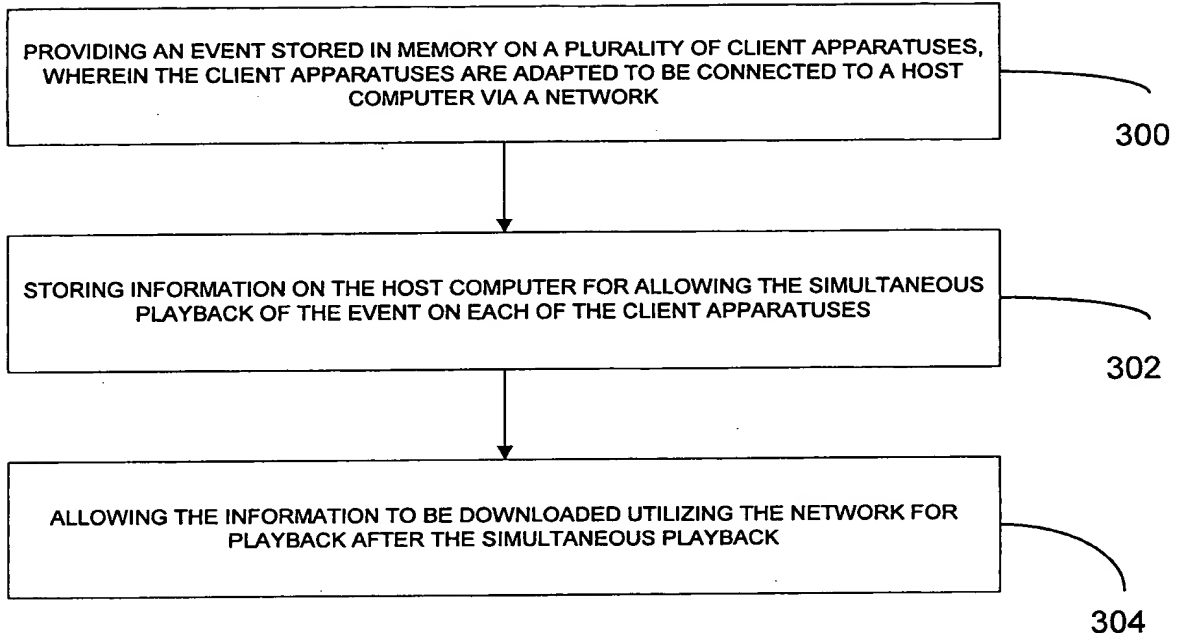


Figure 3

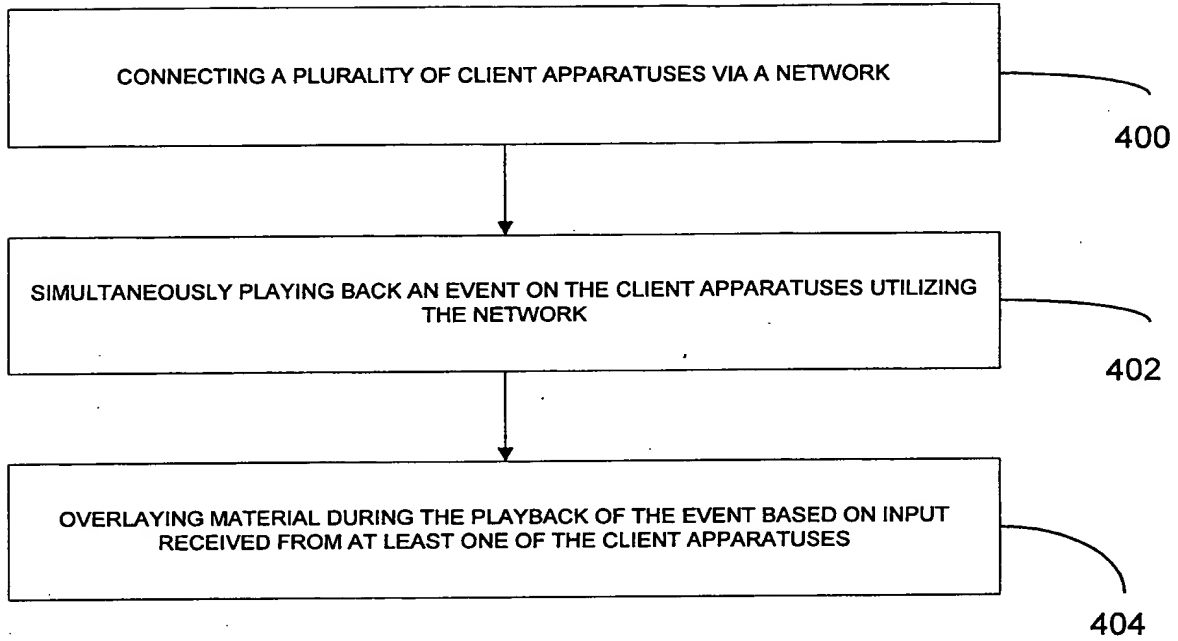


Figure 4

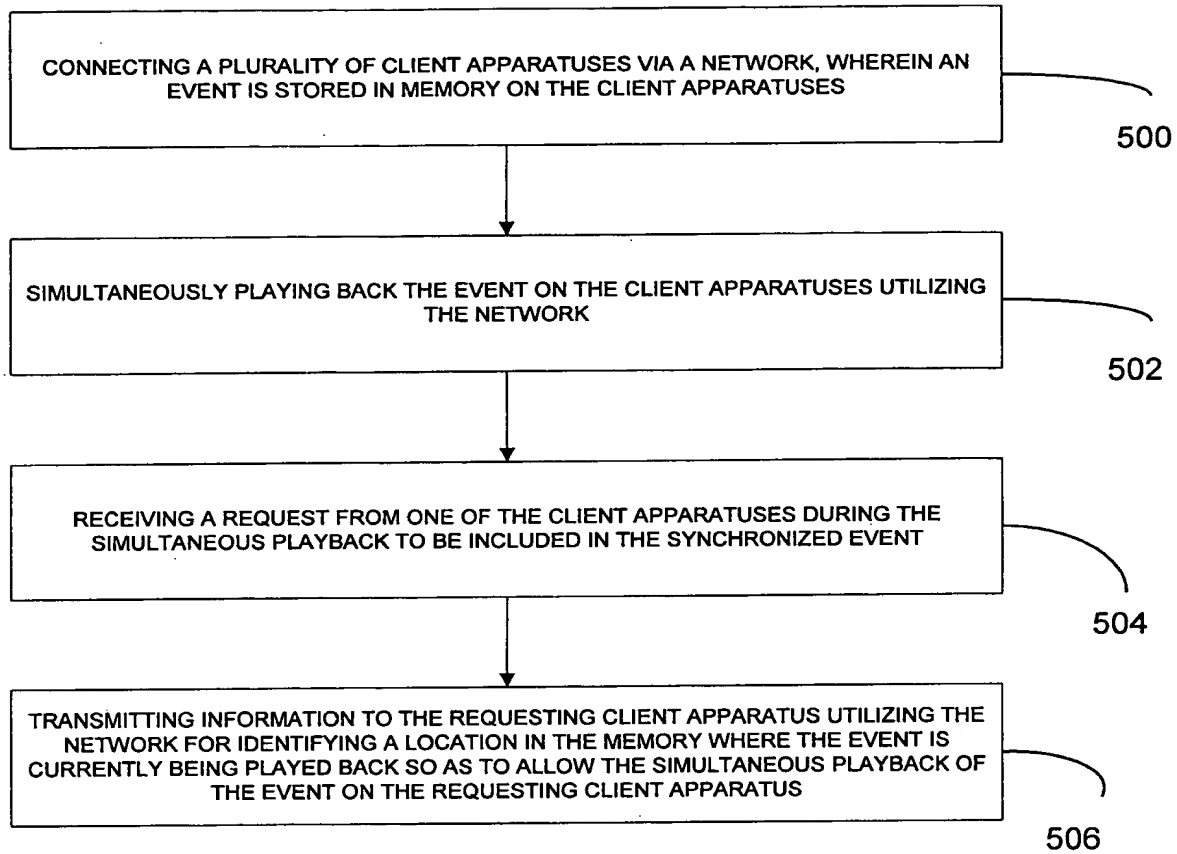


Figure 5

000270" 54288460

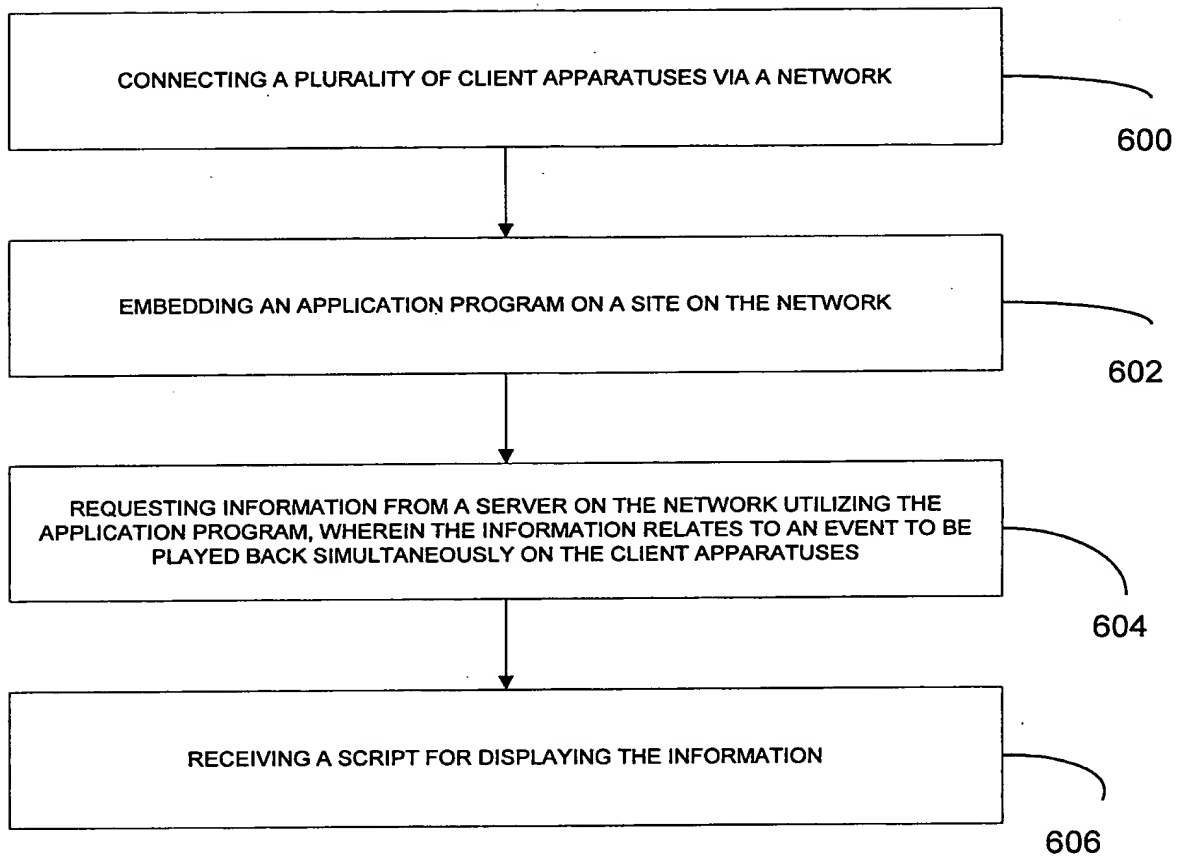


Figure 6

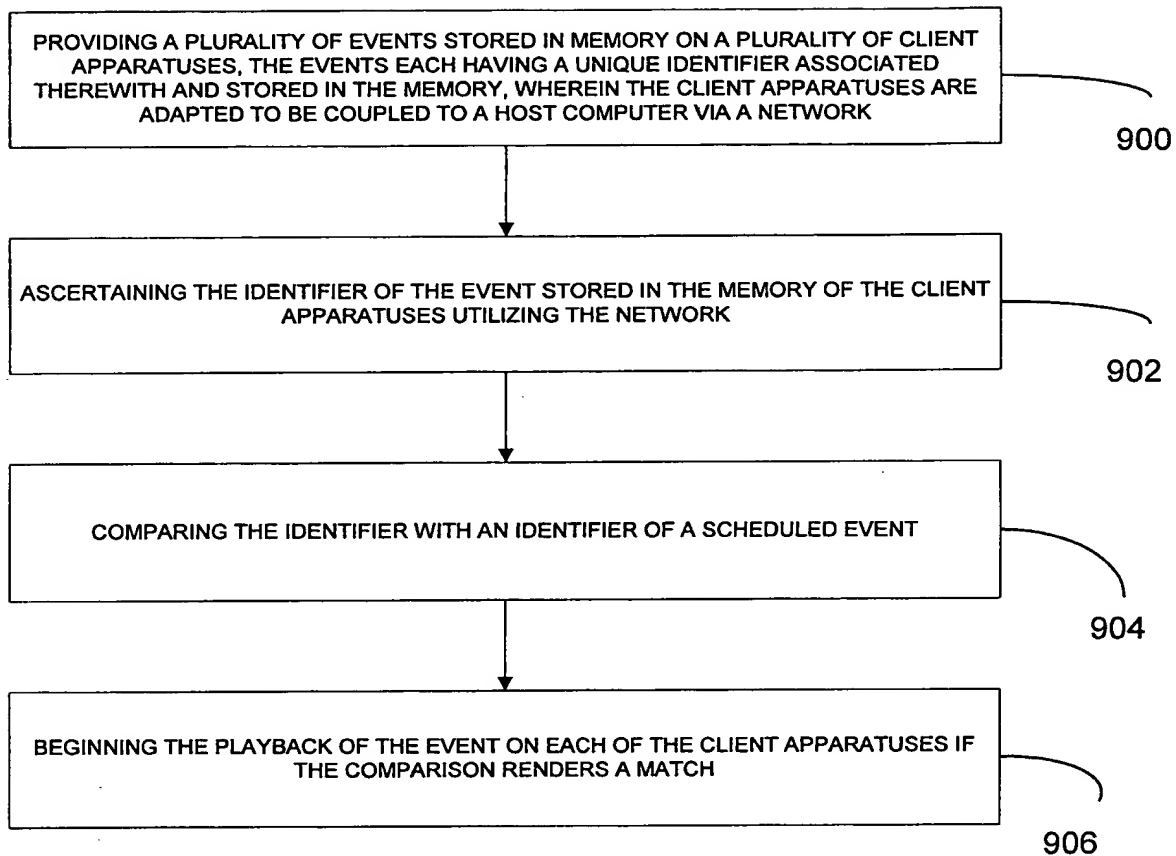


Figure 9

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graph TD
    1000[IDENTIFYING A TYPE OF THE PLAYBACK DEVICE OF EACH OF THE CLIENT APPARATUSES] --> 1002[LOOKING UP A COMMAND ASSOCIATED WITH THE IDENTIFIED TYPE OF THE PLAYBACK DEVICE]
    1002 --> 1004[SENDING THE COMMAND TO THE CORRESPONDING CLIENT APPARATUS FOR BEGINNING THE PLAYBACK OF THE EVENT SIMULTANEOUSLY WITH THE PLAYBACK OF THE EVENT ON EACH OF THE REMAINING CLIENT APPARATUSES]

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Figure 10

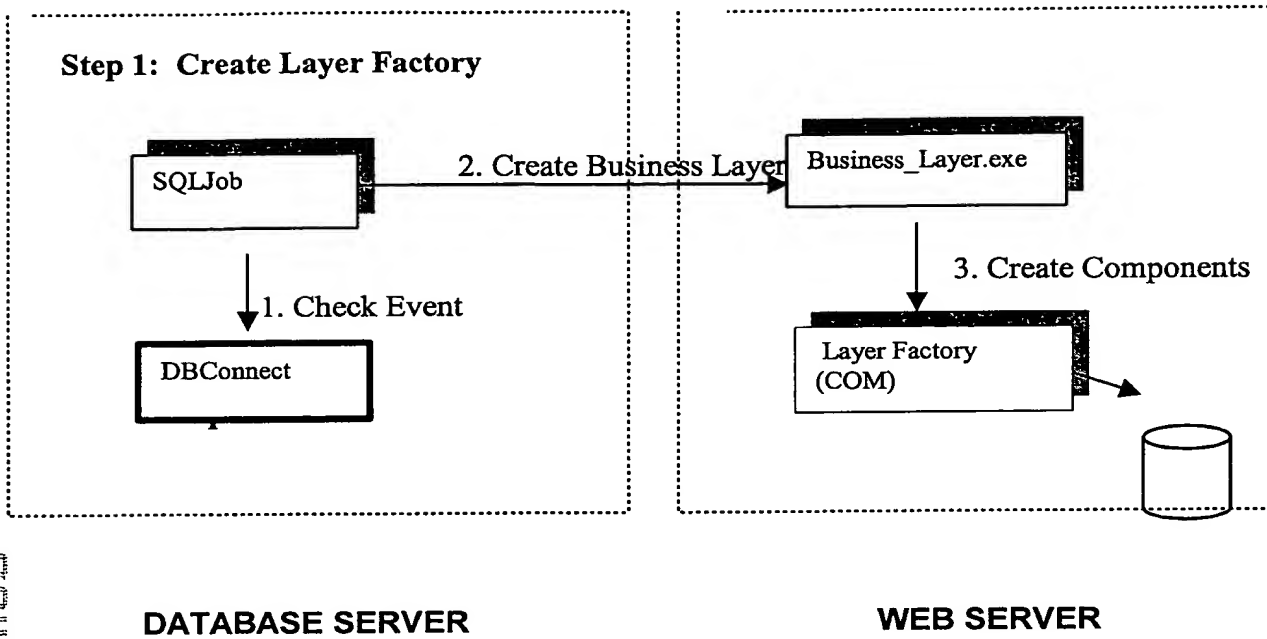


Figure 11

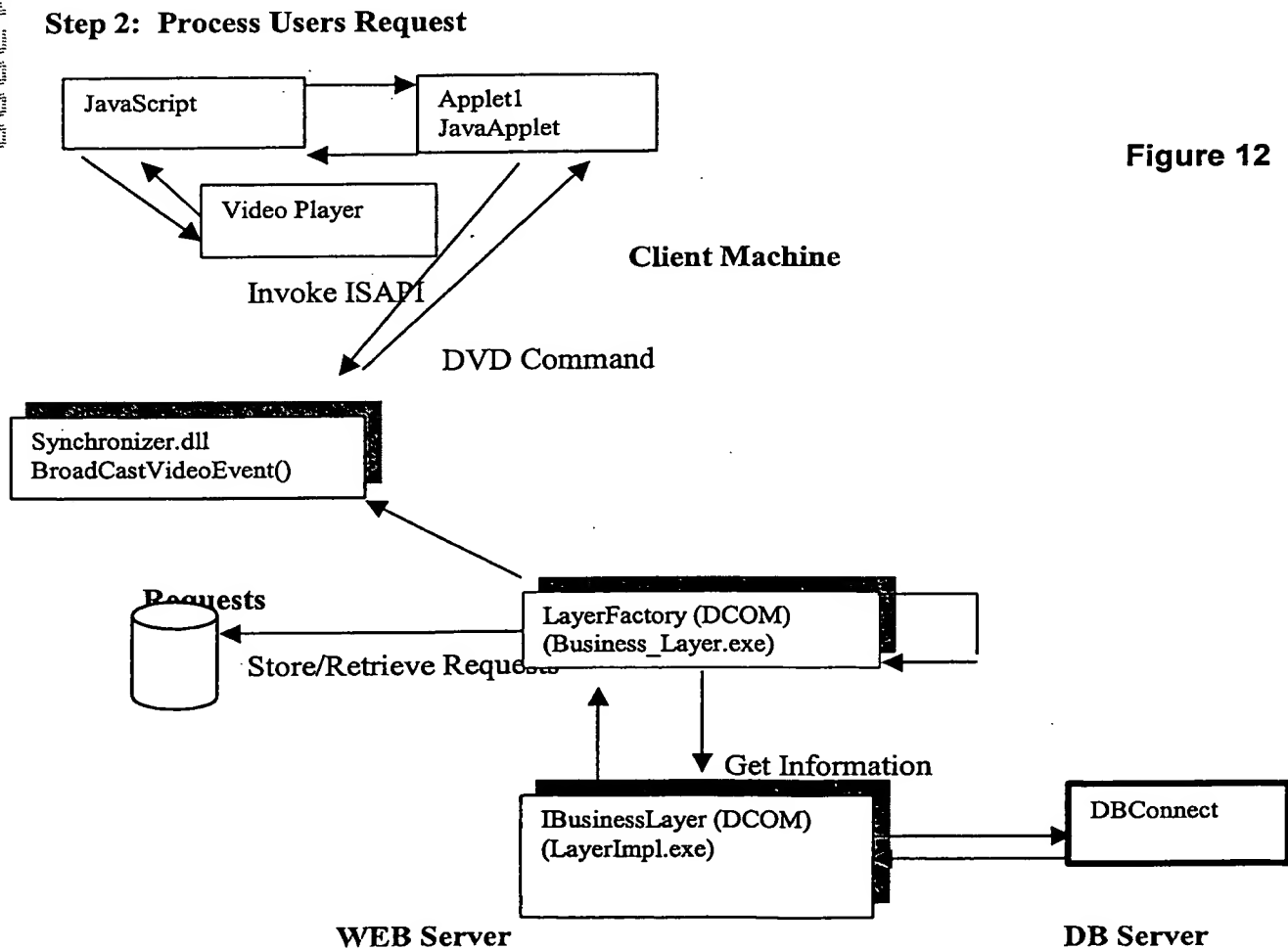


Figure 12

Synchronizer Component

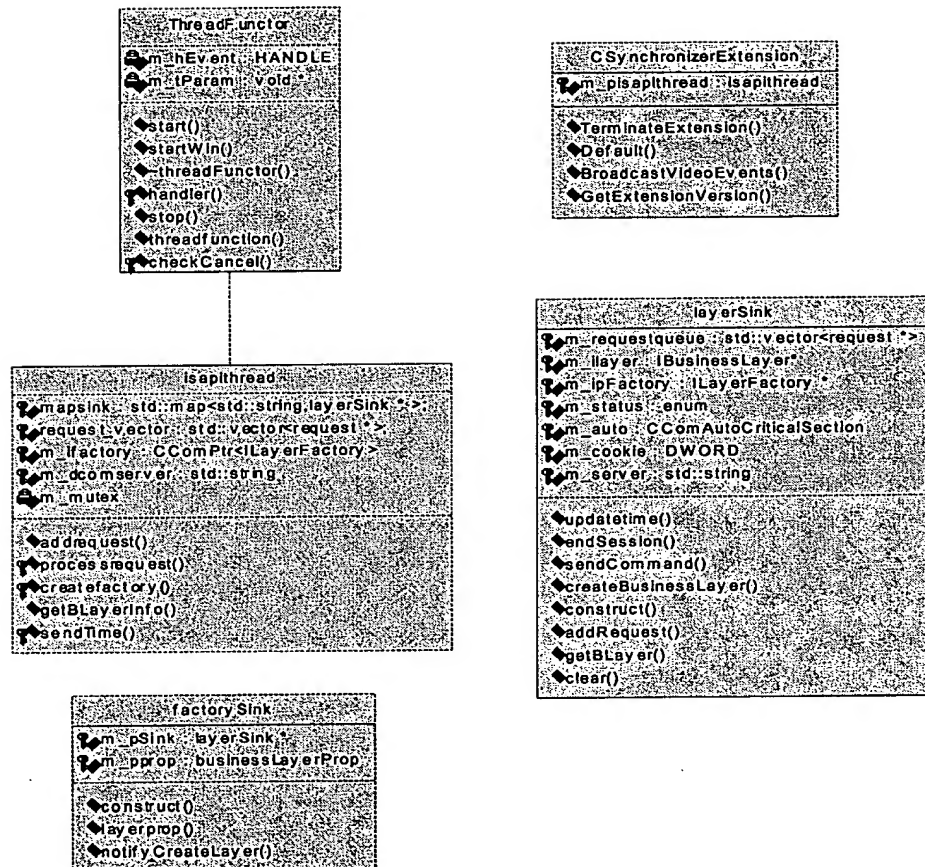


Figure 13

000210"54E88860

1400

LayerImpl Component

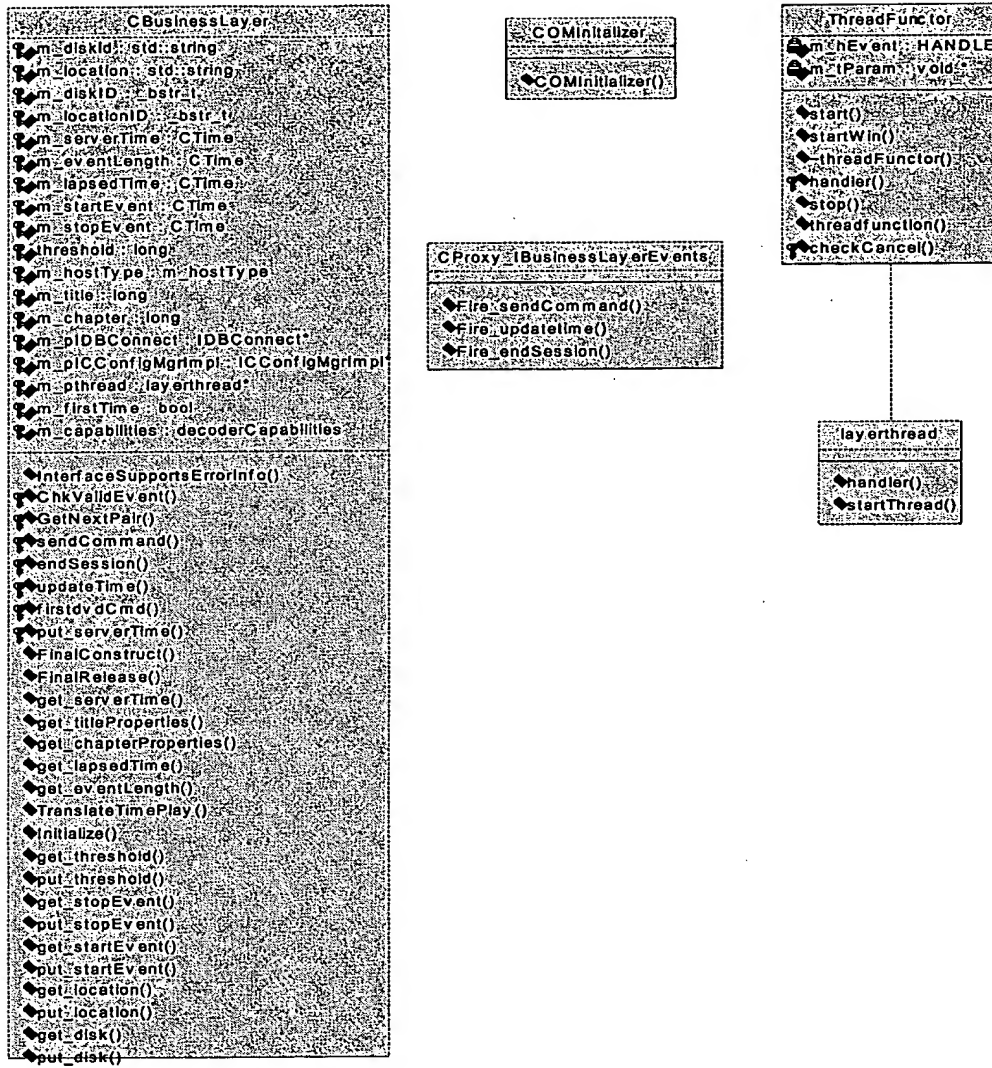


Figure 14

000210" 54E98460

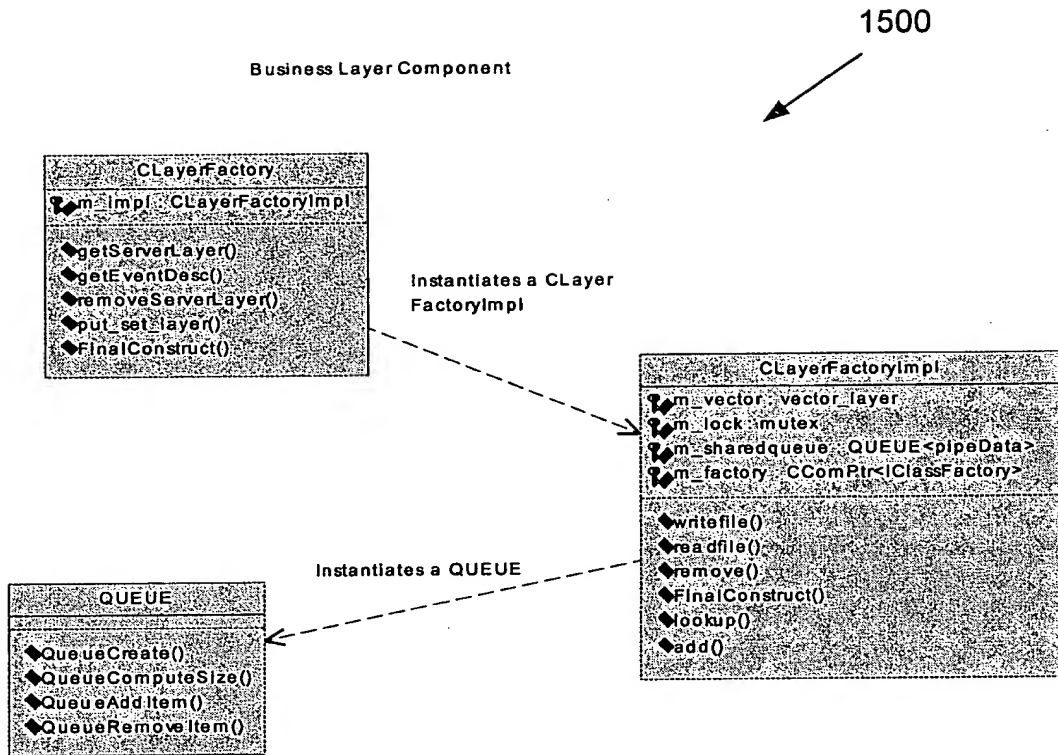


Figure 15

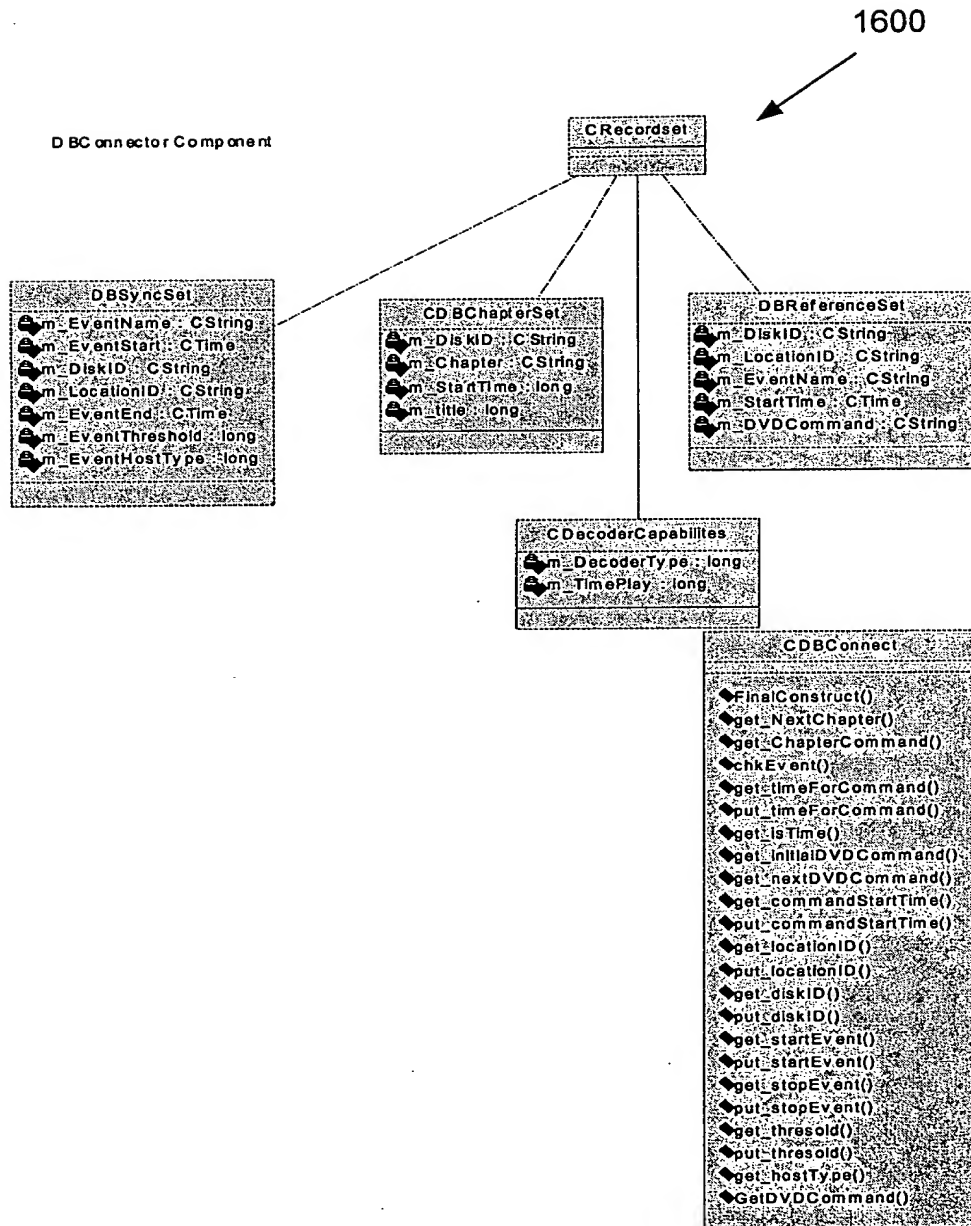


Figure 16

1700

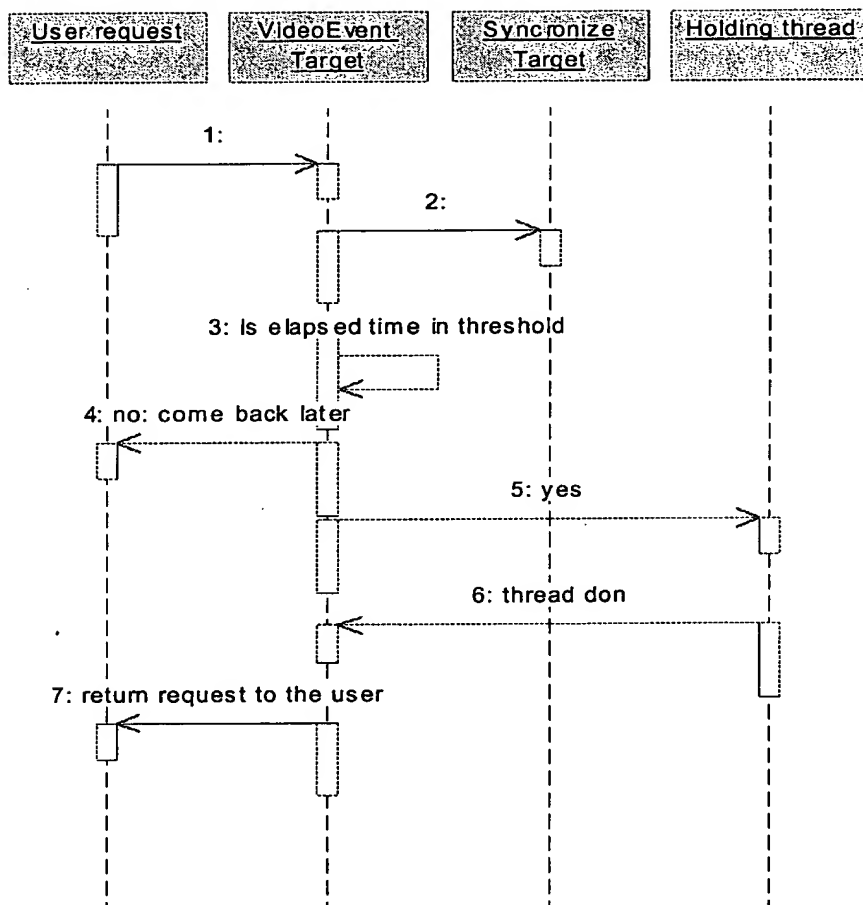


Figure 17

000210" 51E934160

1800

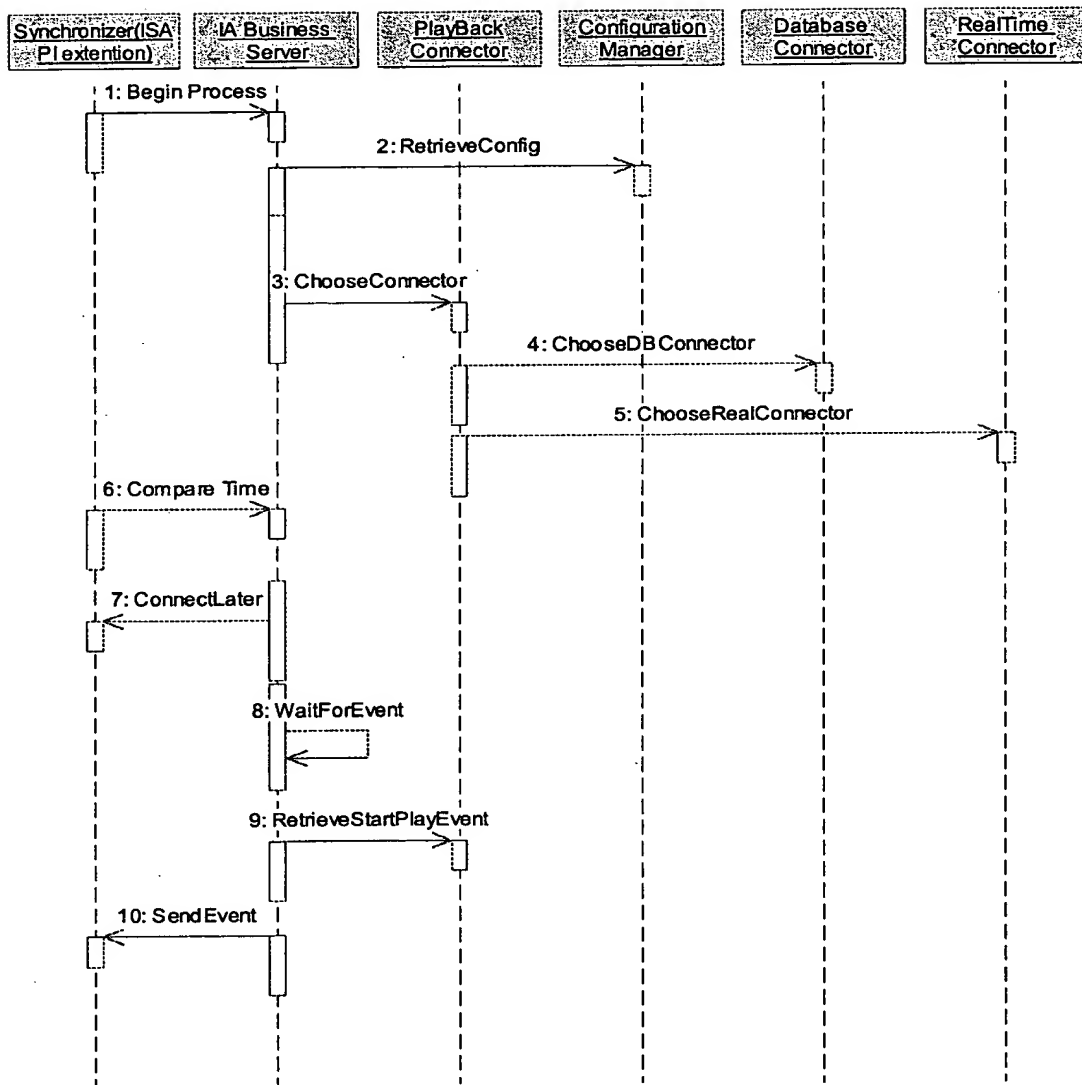


Figure 18

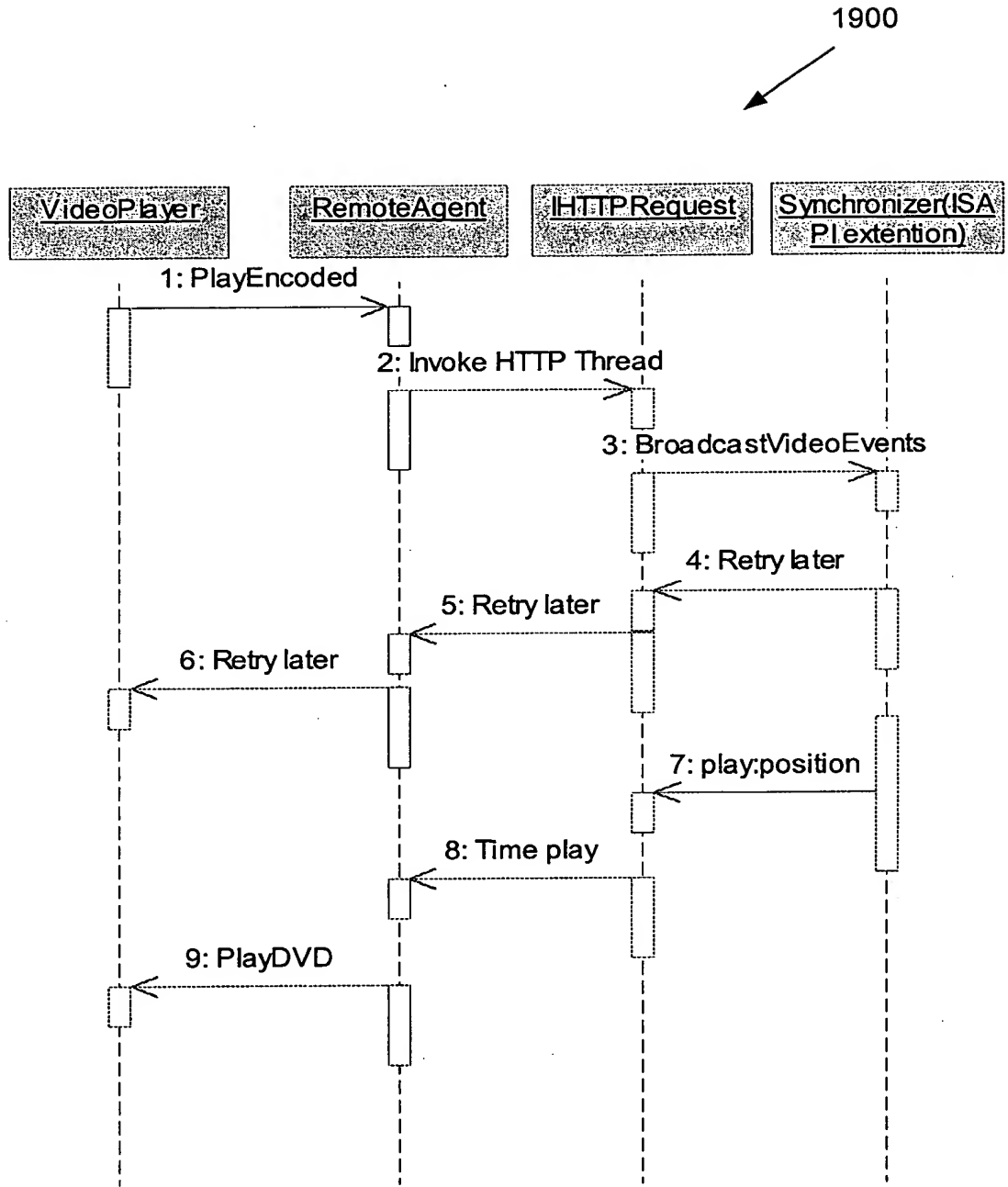


Figure 19